TRADEWEST

Williams Entertainment
2400 South Business 45
Corsicana, TX 75110
(903) 874-2683

©1994 Williams Entertainment, Inc. Tradewest™ and Troy Aikman NFL™ Football™ are trademarks of Williams Entertainment, Inc. Williams® is a trademark of WMS Games, Inc. All Rights Reserved. Team Names, Logos, Helmet Designs, Super Bowl and NFL Shield are trademarks of the NFL™ and its Member Clubs.

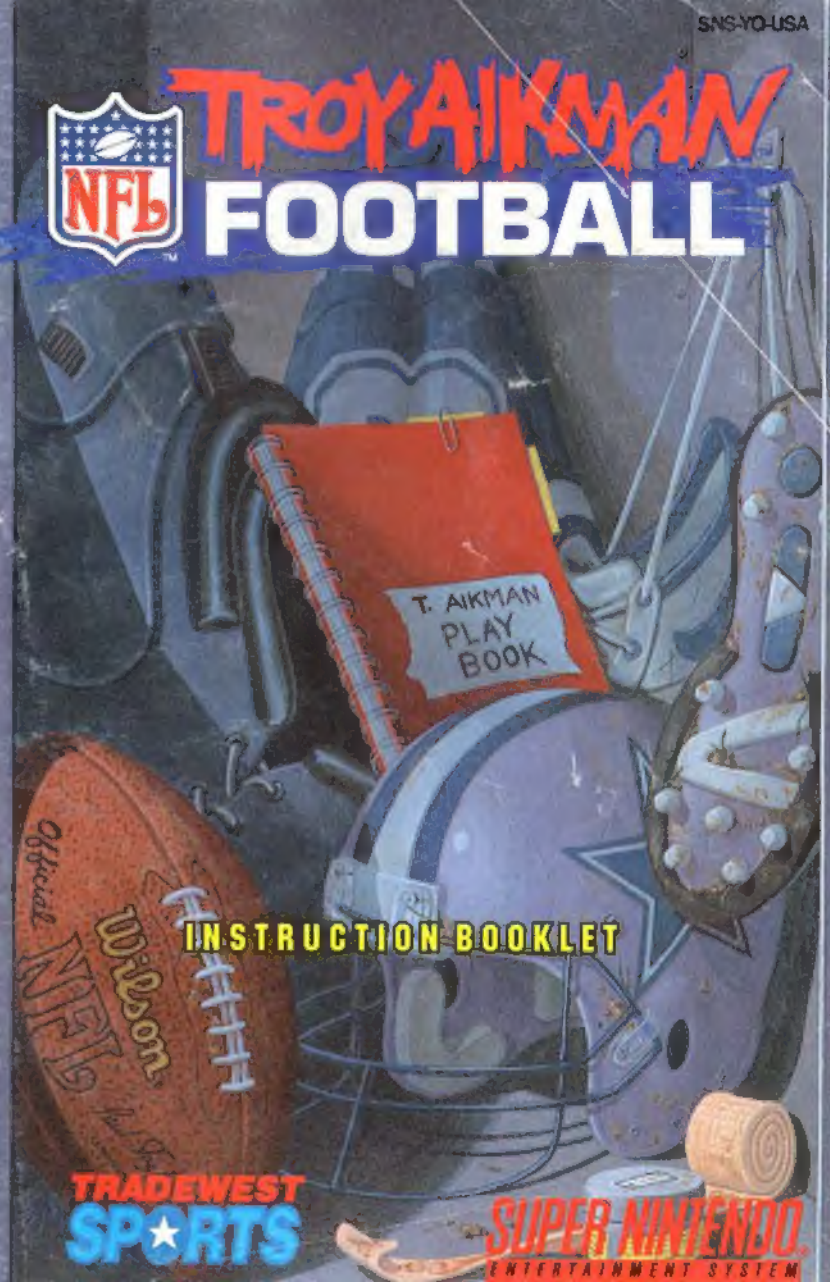
Team NFL

PRINTED IN JAPAN

SNS-YO-USA

TROY AIKMAN FOOTBALL

NFL



INSTRUCTION BOOKLET

TRADEWEST SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Enjoy the game!

LICENSED BY

Nintendo

NINTENDO SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

Getting Started..... 3
Options..... 5
Initial Entry Screen..... 8
Custom Season..... 9
Pregame Stuff..... 9
The Coin Toss..... 10
Troy's Analysis..... 10
Team Set-Up Screen..... 11
Custom Play Screen..... 11
Kick-Off..... 12
The Play Select Screen..... 13
Play Summary Screen..... 13
Player Controls..... 16
a)Offensive Maneuvers..... 18
b)Defensive Maneuvers..... 23
c)The Kicker/Punter..... 24
d)Pause..... 26
Half-Time/End Game Stats..... 27
Division Standings..... 27
The Playoffs..... 28
Team Analysis Charts..... 29
The Troy Aikman Story..... 33
The Troy Aikman Foundation. 35
Anti-Drug Message..... 36
Warranty..... 38

GETTING STARTED

1. Turn the power OFF on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the #1 Port on the Super NES.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn the power switch ON.

5. When you see the **Troy Aikman NFL™ Football™** logo screen, press START to begin the game and get to the Options Screen.

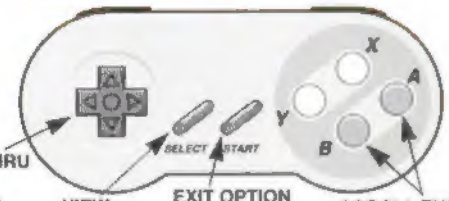
PRESS "START" 4 TIMES TO BY-PASS PRE-GAME STUFF

OPTIONS

The OPTIONS screen will appear every time you play **Troy Aikman NFL™ Football™**. Use it to customize the game you are about to play!

TEAM 1 (Player 1)

TEAM 2 (Player 2 or Computer)



MOVE THRU LIST OF OPTIONS

VIEW STATS

EXIT OPTION SCREEN AND START GAME

SCROLL THRU CHOICES OF CURRENT OPTION

PLAY MODES

1 Player
Against Computer

1 Player Coach
Against Computer

2 Player
Head to Head

2 Player Coach
Head to Head

DEMO
Computer Demonstration

NOTE: In Coach Mode, you select the plays and the computer executes them.

SEASON

Pre-Season: Pit any 2 teams against each other for one game.
NOTE: When either of the next 2 season options are chosen along with a **2 Player Mode**, each player will play against the computer except when their season schedules cross. Game play will alternate at the end of each player's completed game.
93-94 Season: Replay this exciting season as your favorite team, with a chance to go to the play-offs and the Super Bowl! You might rewrite history!
NOTE: In 93-94 Season Mode, the following rule changes are in effect!
Kickoffs are from the 35 yard line.
No 2-Point Conversions.
Custom Season: Design your own season or recreate a memorable season from the past!

GAME LOCATION

Only applies to preseason: select the home field of either team.

QUARTER LENGTH

Quarters can be **2**, **5**, **10** or **15 minutes** in duration.

FIELD

There are **six** playing surfaces: Grass, Mud, Dirt, Snow, Rain and Artificial Turf. If **Season Mode** is selected, the field will be chosen based on the home team.

MUSIC

ON or **OFF**

PENALTY

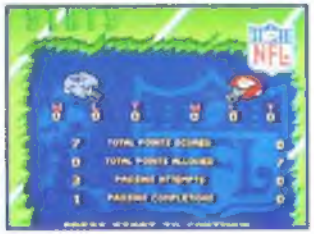
ON: Penalty calls made during game.
OFF: No penalties called except delay of game.

DIFFICULTY LEVEL

You may choose to play at three progressive levels: as a Rookie, a Pro or a Veteran.

STATS

While you are in **Options**, you can review your career stats. Your stats will be cumulative **only** if you enter your initials in the **Initials Entry Screen**.



STAT SCREEN

To view **Stats** first push the **Select Button**. Use the **Control Pad** to toggle thru your choices, then press **A** or **B Buttons** to view the stats you have chosen. Press **A** or **B** on the Exit Stats entry to exit.

INITIAL ENTRY SCREEN

Being able to save stats is an awesome feature of **Troy Aikman™ NFL Football™**. The internal battery allows you to retain pre-season or season career stats. You can only save completed games. You can also return to any season in progress at a later date and resume play by selecting that entry.

INITIAL ENTRY SCREEN

WARNING!
PRESSING X BUTTON HERE WILL COMPLETELY DELETE CURRENT STATS SELECTED

Use the **Control Pad** to move the football icon up or down. Press **A** or **B Button** to toggle through letters and the **Control Pad** to move to the other letter position. The **X** button clears the entry. When you have finished entering your initials, press the **Start Button** to exit.

CUSTOM SEASON

If you selected **Custom Season** while you were in **Options**, then this is the next screen you will see. This is your opportunity to design your season line-up however you wish. There are **16** games and **28** teams to choose from, so go for it!

Use the **Control Pad** to scroll left/right thru the season and up/down to change game location. (Top row = home team - bottom row = visitors) Then use the **A** and **B Buttons** to select your opponents.

PRE-GAME SUMMARY

PRE-GAME REPORT

The **Pre-Game Report** is a listing of all the options you have selected for the current game. It is a helpful reminder since there are many selections to be made before each game. Also, it is pretty helpful when returning to a previously saved game or season. Press **START** to exit.

THE COIN TOSS

After leaving the Pre-Game Report, it's time for the coin toss to determine who kicks off. The visiting team calls it, and whoever wins the toss may elect to kick or receive. At the start of the second half, the kicking team will receive and vice versa.

TROY'S ANALYSIS

★: Weak

★★: Average

★★★: Strong

★★★★: Outstanding

Before the start of each half, **Troy's Analysis Screen** will appear. The strengths and weaknesses of each team will be evaluated by the expert, Troy Aikman! Take a minute or two to examine this data as it may affect your playing strategy. If you want to boost up a position on your team, now is the time to press the **Select Button** to enter the **Team Set-up Screen.**

TEAM SET-UP SCREEN

To enter the **Team Set-up Screen**, push the **Select Button** while you are in **Troy's Analysis**. Here each position has a monetary value. You can add or detract from this amount to enhance your team's balance. For each game you win, you will receive a bonus which will enlarge your budget. Be warned though: injuries will weaken the strength of a position, so you need to leave some extra cash in your account to mend your injuries at halftime! If you weaken a position by subtracting money, you only get half that amount added to your budget.

CUSTOM PLAY SCREEN

At the beginning of each half, you can customize 3 special plays, giving you even more control over your team's destiny.

Follow these steps to perfect your own special plays.

PRESS SELECT WHEN THE PLAY IS FINISHED AND REPEAT STEPS TO CUSTOMIZE YOUR OTHER SPECIAL PLAYS.

1. Use **A** or **B Buttons** to select Special Play 1, 2 or 3.
2. Press down on **Control Pad** to highlight the Formation Options, then use the **A** or **B Buttons** to select.
3. Now press the **Select Button** to activate the Custom Play Screen.
4. Using the **L** or **R Buttons**, select the player to be adjusted. When a player is flashing, you can move him with the **Control Pad**.
5. The **A** and **B Buttons** will give you a wide variety of routes and the **X** and **Y Buttons** will now change that player's position. On any play you can have up to 3 Wide Receivers, 2 Tight Ends, 1 Half Back and 1 Full Back.

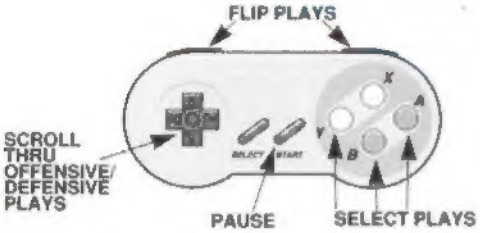
PRESS START WHEN YOU'RE READY FOR THE KICKOFF!

KICKOFF

If you're the Kicking Team, you might want to refer to the **Kicker/Punter** section on page 24 for more details. The camera will follow the ball once it is kicked, and the Receiving Team will scroll onto the screen from below. Press the **L&R Buttons** together while the ball is in the air to signal a fair catch and down the ball. Or, after the player has received the ball, use the **Control Pad** to guide him upfield in any of 8 directions. If you catch the ball in the end zone, you can press the **L&R Buttons** together to down the ball and your first play will be 1st and 10 on the 20 yard line.

PLAY SELECT SCREEN

After the kickoff you will see the **Play Select Screen**, which consists of the Scoreboard, the Clocks, the Defensive Plays and the Offensive Plays.



SCOREBOARD

The Scoreboard contains the current status of the game. The Game Clock, with the amount of time remaining in the quarter, appears in large numbers in the upper center of the Scoreboard. A quarterly and total score appears just below the Game Clock, with a football next to the team that currently has the ball. To the left of the clock is a football indicating where the ball is on the field so you can set your strong sides. To the left of the football is the current down and number of yards to go for a 1st Down.

On the right of the Game Clock is an arrow indicating on which half of the field you are. To the right of the arrow is the yard line indicating the location of the ball and to the right of that is the Play Clock.

DEFENSIVE PLAYS

DEFENSE PLAYS

3 Defensive Plays appear at the top of the screen at any one time. Use the **Control Pad** to scroll up-down for more plays. Use the **L and R Buttons** to flip the Defensive play "strong side" (each play has a side line with a higher concentration of players). Use **A, B or Y** to select your Defense. After the Offense picks a play, the timer starts and you have about 5 seconds to select your Defense or the computer picks for you.

OFFENSE PLAYS

OFFENSIVE PLAYS

Offensive Plays are located at the bottom of the screen. The first three plays you can pick from are the **Special Plays** that you designed, or use the **Control Pad** to scroll up-down for more plays. Use the **L and R Buttons** to flip the Offensive play strong side. Use **A, B or Y** to select from the plays currently on the screen. You have 30 seconds on Pro or Veteran and 45 seconds on Rookie to select a play and snap the ball (otherwise a "delay of game" penalty is called regardless of penalty ON-OFF from Option Screen).

Note:
Once you have selected your play (Offensive or Defensive), the NFL™ shields will drop down to conceal your choice.

STOPPING THE CLOCKS

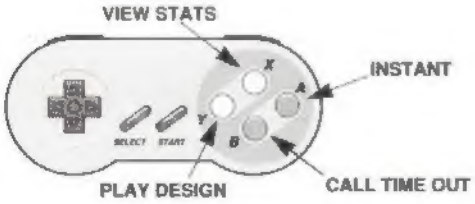
CALLING TIME OUT

NOTE: Once the offensive play is picked, the Game Clock and the Play Clock are stopped temporarily until you leave play select.

PAUSE MENU

To Pause the game during Play Select, press the **Start Button**. When the game is paused, you have several options:

- **Press B: Call a Time Out**. You start each half with 3. Just pausing won't cost you a time out.
- **Press A: Instant Replay** of the previous play.
- **Press X:** View up to 7 pages of **Current Stats**. They report the performance of both teams by means of statistics.
- **Press Y: Design Your Plays**. NOTE: This will cost you a time out.



Pg. 15

PLAY SUMMARY SCREEN

At the completion of each play, the **Play Summary Screen** will appear announcing the results of that play. It also appears after a touchdown or field goal and gives a summary of the scoring drive.

PLAY SUMMARY SCREEN

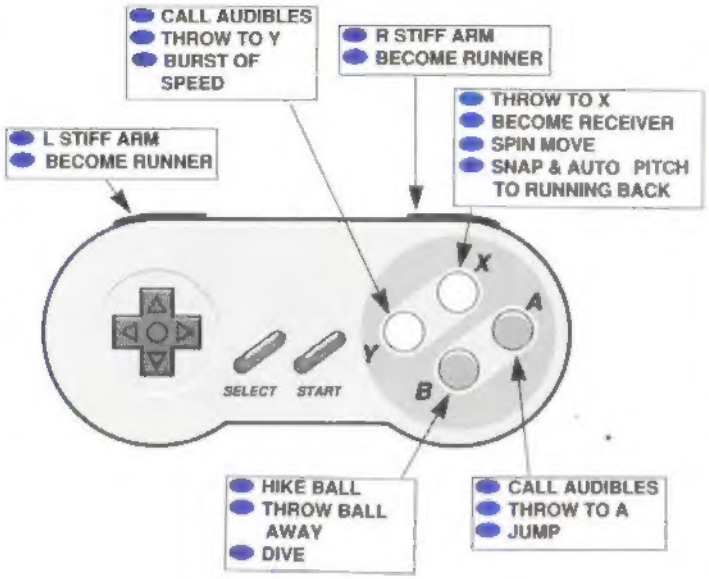
PLAYER CONTROL

A **Bull's Eye** will indicate a player with the ball. A **Triangle** will indicate a human controlled player without the ball. Each team will have a different colored triangle (gold for the Home Team and black for the Visiting Team). The players, both OFFENSIVE and DEFENSIVE, are generally controlled in a similar way.

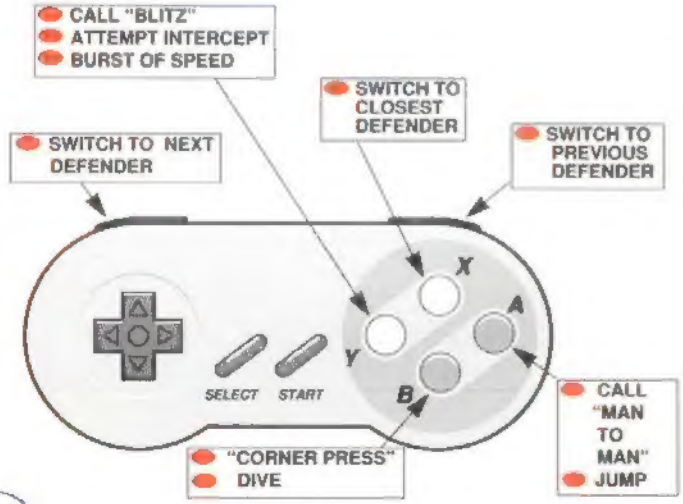
Use the **Control Pad** to guide the player in any of 8 directions. The player may be moved up, down, left, right and at 45 degree angles. In **Coach Mode** you control the plays, not the individual players.

Pg 16

OFFENSE



DEFENSE

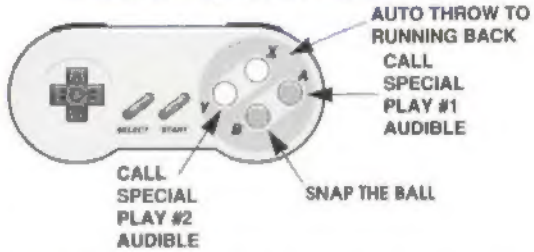


OFFENSIVE MANEUVERS

CALLING AUDIBLES

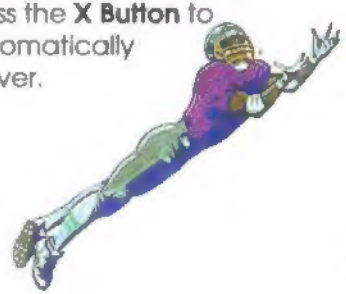
The **"AUDIBLES "** are impromptu play changes the Quarterback makes before the snap:

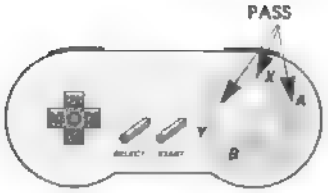
A Button – Special Play #1
Y Button – Special Play #2



SNAP THE BALL

To snap the ball, press the **B Button.** Once the ball has been snapped, the Player controls the Quarterback. He will scramble in whatever direction you indicate with the **Control Pad.**
On running plays, press the **X Button** to snap the ball and automatically pitch it to the Y Receiver.





PASSING

Use the **A, X** or **Y Buttons** to pass to the selected receiver.

When a pass occurs, the camera will follow the ball in flight. The Quarterback's arm strength varies, but he can never throw more than 75-80 yards.

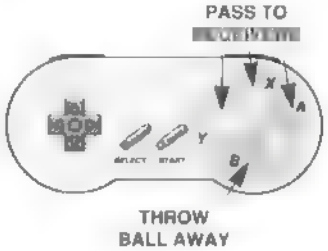
CHECK IT OUT

After the ball is in the air, press **X** to take over the Receiver and guide him to the ball

NOTE: A, X & Y letters above players do not appear when computer team has the ball (so you won't know which play the computer has selected). In 2-Player mode the A, X &Y letter designations will appear only **after** the ball is snapped.

PITCH + HAND OFF

As the Quarterback you can pitch/hand off the ball. If the selected Receiver is in close range, pressing the button of the Receiver (**A, X, or Y**) will cause the Quarterback to pitch or hand-off the ball to the selected Receiver.



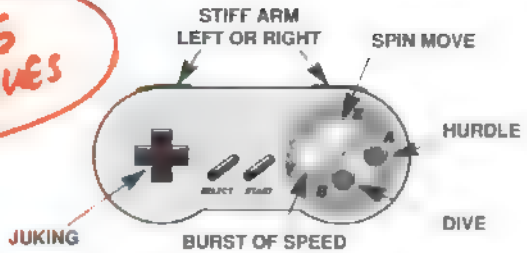
THROWING THE BALL AWAY

To throw the ball away, press the **B Button** after the snap

MAKE A BREAK FOR IT!

Press the **L** and **R Buttons** simultaneously to become the Runner and make a break for it.
NOTE: When the Quarterback changes to a Runner, it is still possible to throw, but Pressing the **B Button** will dive instead of throwing the ball away

Running Techniques



Stiff Arming — To stiff arm the Tacklers, press the **L or R Buttons** as desired

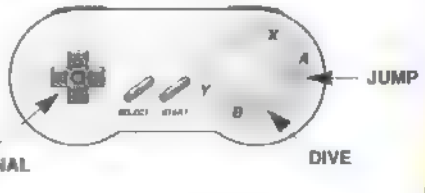
Juking — When running with the ball, you can juke the Tacklers (i.e., momentarily change direction to fake them out and then continue on your original course) by rapidly changing direction with the Control Pad.

Spin Evasive — Press the **X Button** and use this move to shake loose any would-be Tacklers

Hurdle — If a Defender attempts a dive tackle or someone is down on the field, press the **A Button** to hurdle over him.

Burst of Speed — Once per play the Runner can sprint for a few seconds To do this, press the **Y Button** Note: If you are behind the line of scrimmage, pressing Y may throw to a Receiver.

To jump, press the **Control Pad** and the **A Button** at the same time. You'll jump in the direction you press on the **Control Pad**.



Jump & Dive

To dive, press the **Control Pad** and the **B Button** at the same time. You'll dive in the direction you press on the **Control Pad**. Diving is useful in tackling and for gaining an extra yard or two.

Fair Catch

While the kick-off or punt is in the air, press the **L & R Buttons** simultaneously to signal a fair catch and down the ball wherever you receive it.

Touch Backs

If you recover the ball in your own end zone (by receiving a kick off or punt/ intercepting or recovering a fumble), you can press **L & R** to down the ball for a touchback. The first play will be 1st and 10 from the 20 yard line.

DEFENSIVE MANEUVERS

CALLING AUDIBLES

The "AUDIBLES" are impromptu play changes that the defensive team makes before the snap:

A Button – Blitz Option
Y Button – Man to Man Option

When the offense calls a punt or field goal, the defensive audibles change to:

Punt:

A Button - Block Punt
Y Button - Punt Return

Field Goal:

A Button - Block Kick
Y Button - Prevent

TACKLE

Tackling is accomplished by moving the player you're controlling into the ball carrier. Once the Ball Carrier is touched, the tackle begins. You can also press the **Control Pad** and **B Button** to dive at him To lay that really big hit on the Ball Carrier, try to tackle him head-on!

PASS DEFENSE

If you are near the ball as it comes down, your Defender will usually try to deflect it If you press the **Y Button** when the ball gets near, he will try to intercept.

NOTE Pressing the **X Button** makes you the Defender closest to the ball.

NOTE: **L** and **R** cycle Clockwise and Counterclockwise through the Defensive Players.

BLOCKING KICKS, PUNTS + PASSES

You can block kicks and punts by jumping or diving in front of the Kicker. If you time it correctly you will deflect the ball To deflect a pass, position your Defender between the ball and the Receiver Then jump at the appropriate moment. You will need to be close to where the ball is coming down **OR** in the Passer's face as he throws.

SPRINTING

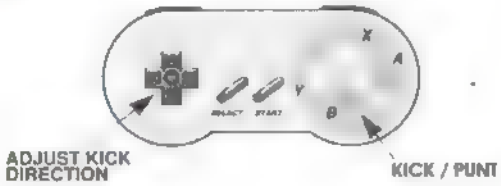
To catch a break-away runner, each defender can sprint once per down. To sprint, just press the **Y Button**.

KICKING + PUNTING

THE KICKER / PUNTER

Field goals and kicks/punts are controlled the same way. You will see a Power Meter with 2 bars and 2 arrows. **The horizontal gauge with the L and R on it indicates direction.** Use it to compensate for wind conditions and aiming. Move the arrow horizontally with the **Control Pad. The vertical bar and its arrow indicate strength.** Use it to balance the strength vs. accuracy required for a kick or punt.

The horizontal white line on this gauge indicates maximum accuracy. The top of the gauge indicates maximum strength and minimum is at the bottom. Gauges are activated with the snap during field goals and punts and with the whistle when kicking off. The arrow next to the gauge will move up and down. When the arrow reaches the desired line (strength), press the **B Button** to kick.



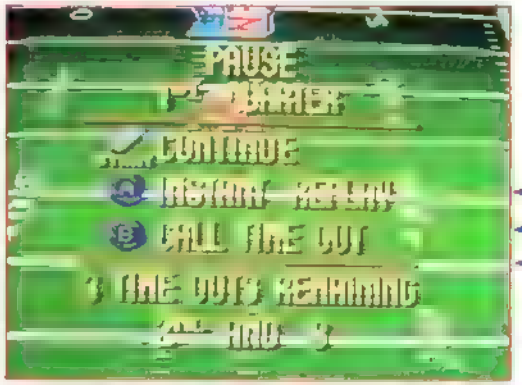
The lowest portion of the power meter is used for onside kicks on kick-offs. Stopping the meter in the lowest quarter will execute a low, hard kick.

When kicking off, the **A Button** moves your men to a right strong side and **Y** moves them to the left. In **Coach Mode**, **X** calls an onside kick.

For field goals and punts: Pressing **X** anytime before the kick, but after the snap, changes the Holder/Punter into the Quarterback for a surprise fake.

PAUSE SCREEN

You can pause the action at any point by pressing **START,** however, depending on when you pause, the screen will display a different set of options.



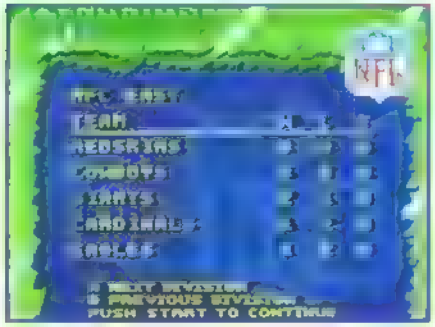
After the snap, your only option will be line 1: CONTINUE by pressing **START.**
Before a play from scrimmage, except on kick-offs or extra point attempts, your options will be line 1: CONTINUE by pressing **START.** Line 3: CALL TIME OUT by pressing the **B Button.**

After a play with the clock stopped (i.e., incomplete pass, out of bounds, after a score or any change of possession) options are line 1or line 2: CALL INSTANT REPLAY by pressing the **A Button.**
After a play with the clock running, you can opt for any of the 3 possibilities.

HALFTIME / END GAME STATS

At halftime or the end of a game, the STATS Screen will automatically appear. Use **A and B** to flip through the pages Press **START** to exit.

DIVISION STANDINGS



Troy Aikman NFL™ Football™ has both Conferences: The National Football Conference and The American Football Conference. Each are composed of Eastern, Western, and Central Divisions Division Standings will **not** be available in **Pre-Season Mode.** The 6 pages of data are displayed after each week's games and show the wins, losses and tie games for each team. Flip through the pages with the **A and B Buttons.** Push **START** to exit.

Yeah!

THE PLAY-OFFS

The Play-Offs only happen in Custom Season or 93/94 **Season Mode.** When all 16 regular season games have been played, the PLAY-OFF Screen will appear in place of the Division Standings Screen and will show the 4 weeks of Play-Off competition: **Wildcard, Divisionals, Championship**, and **The Super Bowl** Push **START** to exit to the next human game. This screen will only appear if a human has made it to the playoffs. If not, then the game is over.

TEAM ANALYSIS

AFC WEST

	BRONCOS	CHIEFS
QUARTERBACK	★★★★	★★★★
HALFBACK	★★	★★★
FULLBACK	★★	★★
WIDE RECEIVER	★★★	★★
TIGHT END	★★★★	★★★
KICKER/PUNTER	★★★	★★★
OFFENSIVE LINE	★★	★★★
SAFETY	★★★★	★★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★★
DEFENSIVE LINE	★★	★★★★

AFC CENTRAL

	BENGALS	BROWNS
QUARTERBACK	★	★★
HALFBACK	★★	★★★★
FULLBACK	★	★★★
WIDE RECEIVER	★★	★★★
TIGHT END	★	★★
KICKER/PUNTER	★★	★★
OFFENSIVE LINE	★★	★★
SAFETY	★★	★★
CORNER BACK	★★	★★★
LINE BACKER	★★	★★
DEFENSIVE LINE	★★	★★★

AFC EAST

	BILLS	COLTS
QUARTERBACK	★★★★	★★★
HALFBACK	★★★★	★★
FULLBACK	★★★	★
WIDE RECEIVER	★★★★	★★
TIGHT END	★★★	★★
KICKER/PUNTER	★★	★★
OFFENSIVE LINE	★★★★	★★
SAFETY	★★★	★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★
DEFENSIVE LINE	★★★	★★

★★★★: Outstanding ★★★: Strong

TEAM ANALYSIS

RAIDERS	CHARGERS	SEAHAWKS
★★★	★★★	★★
★★	★★★	★★★
★★	★★★★	★
★★★★	★★★	★★
★★	★★	★★
★★★★	★★★	★★
★★★	★★	★★
★★★★	★★	★★★
★★★	★★	★★★
★★★	★★★★	★★★
★★★	★★★	★★★

OILERS	STEELERS
★★★★	★★
★★★	★★★
★★★	★★
★★★	★★★★
★★★	★★★
★★★	★★★
★★★	★★★
★★★	★★★
★★★	★★

DOLPHINS	PATRIOTS	JETS
★★★★	★★★	★★★
★★★	★★	★★★
★★★	★★	★★★
★★★	★★	★★★
★★★	★★	★★
★★★★	★★	★★★
★★★	★★	★★★
★★	★★	★★★
★★★	★★★	★★★
★★★	★★★	★★★
★★★	★★	★★

★★: Average ★: Weak

TEAM ANALYSIS

NFC WEST

	FALCONS	RAMS
QUARTERBACK	★★★	★
HALFBACK	★★	★★★★
FULLBACK	★★	★★
WIDE RECEIVER	★★★	★★★
TIGHT END	★★	★★
KICKER/PUNTER	★★★★	★★
OFFENSIVE LINE	★★★	★★
SAFETY	★★★	★★
CORNER BACK	★★★★	★★
LINE BACKER	★★	★★
DEFENSIVE LINE	★★	★★

NFC CENTRAL

	BEARS	LIONS
QUARTERBACK	★★	★★
HALFBACK	★★★	★★★★
FULLBACK	★★★	★★
WIDE RECEIVER	★★	★★
TIGHT END	★★	★★
KICKER/PUNTER	★★★	★★
OFFENSIVE LINE	★★★	★★★
SAFETY	★★★	★★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★★
DEFENSIVE LINE	★★★	★★★

NFC EAST

	COWBOYS	GIANTS
QUARTERBACK	★★★★	★★★
HALFBACK	★★★★	★★★
FULLBACK	★★★	★★
WIDE RECEIVER	★★★★	★★★
TIGHT END	★★★	★★
KICKER/PUNTER	★★	★★★
OFFENSIVE LINE	★★★★	★★★
SAFETY	★★★	★★★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★★
DEFENSIVE LINE	★★★★	★★★

pg. 31

★★★★: Outstanding ★★★: Strong

TEAM ANALYSIS

	SAINTS	49ERS
	★	★★★★
	★★	★★★★
	★★	★★★
	★★★	★★★★
	★★	★★★★
	★★★★	★★★
	★★★	★★★
	★★★	★★★
	★★★★	★★★
	★★★	★★★

	PACKERS	VIKINGS	BUCCANEERS
	★★★	★★	★
	★★	★★★	★★★
	★★	★★	★★
	★★★★	★★★	★★
	★★	★★★	★★
	★★	★★★	★★
	★★★	★★	★★
	★★★	★★★	★★
	★★★	★★★	★★★
	★★★	★★★	★★
	★★★★	★★★★	★★

	EAGLES	CARDINALS	REDSKINS
	★★★	★★	★★
	★★★	★★★	★★★
	★★	★★★	★★★
	★★★	★★★	★★
	★★★	★★	★★
	★★★	★★	★★★
	★★	★★★	★★★
	★★★	★★★	★★
	★★★★	★★★	★★★
	★★★	★★	★★
	★★★	★★★	★★★

★★: Average ★: Weak

pg. 32

THE TROY AIKMAN STORY

Troy Aikman's football dream began in Henryetta, Oklahoma, where he earned All-State honors with the Henryetta High School Fighting Hens. His collegiate football career began at the University of Oklahoma and after 2 years, Troy transferred to UCLA. At UCLA the All-American Aikman led the Bruins to a 20-4 record, including wins in the 1988 Aloha Bowl and the 1989 Cotton Bowl. In just two seasons at UCLA, Aikman completed 64.8% of his passes for 5,298 yards and 41 touchdowns and finished his college career as the third rated passer in NCAA history.

After being drafted by the Cowboys in 1989, Troy became the first rookie to start a season opener for Dallas since Roger Staubach in 1969. After showing flashes of potential during his first three years in Dallas, Troy helped the Cowboys put everything together in 1992.

Comfortable in a strong offensive system, healthy the entire season and confident in his abilities to lead the club, Aikman led Dallas on a march through the regular season and the playoffs, culminating in a Super Bowl victory over Buffalo on January 31, 1993. For his performance that Sunday in Pasadena, Aikman earned the Super Bowl MVP award.

Aikman finished the season with 3,445 yards passing, to rank second in the NFC and fourth in the NFL. His 302 completions were the second most in a season in team history and tied him for the NFC lead, second in the NFL. The following year history repeated itself as Aikman again led Dallas to a Super Bowl win against Buffalo on January 30, 1994. Aikman completed the season with an overall ranking of second in both the NFC and the NFL. His statistics for season and post-season play were spectacular - a total of 332 completions for 3786 yards.

Earning praise from football legends and admiration from his legion of fans, Aikman has become a symbol for respect on and off the field. In addition to establishing the "Troy Aikman Foundation", which benefits disadvantaged children, Aikman has provided support to literally dozens of charitable causes nationwide. For the past two seasons, Troy has been one of the five finalists for the NFL Man of the Year, which honors players for their contributions to the community.

THE TROY AIKMAN FOUNDATION

"It is my belief that Childhood should be a wondrous time of life, a time of dreaming, discovery, development and play. There is nothing more important than the health and well-being of children in our nation. They are our future. It is our goal to assist those children whose special needs are not being met by other resources... we have united with friends and sponsors to improve the quality of life for young children...one dream at a time!"

Troy Aikman

The Troy Aikman Foundation was started in October of 1992, through the generosity and beneficence of professional quarterback Troy Aikman. The Foundation is a public charitable 501(c)3 organization created as a fund-raising vehicle to support the needs of dependent children. The mission of the Foundation is to provide financial support for the physical, psychological, social and educational needs of dependent children whose needs are not being met, either in whole or in part, by any other viable resource.

Needs are identified through referrals from community and religious organizations, educational institutions, child protective agencies, and the general public.

Requests for grants and gifts are accepted and reviewed throughout the year. All requests are subject to board approval and gifts are made based on funds available at the time of the request.

All gifts must provide "direct care" to a specific child or group of children. It is the Foundation's intent to provide funds to individuals who have exhausted all other avenues of support.

The annual Troy Aikman Classic provides the major source of revenue for the Foundation. Local organizations and corporations also contribute in broadening the base of funding by naming the Foundation as recipient of funds raised at their own special events during the year.

Don't let drugs sideline you in the game of life. Join Troy Aikman and the youth of America in saying
"No Thanks. I'll Pass"
to drugs.

1ST STRING

Producer
Michael Abbot

Creative Director
Kevin Lydy

Art Director
Stan Gorman

Illustration & Print Director
Debbie Austin

Game Design
Michael Hunley, David Schwartz, Gary Luecker, Kevin Lydy, Michael Abbot, John Stookey

Game Programming
Michael Hunley, David Schwartz, Brian Johnson

Game Art
Gary Luecker, David Ellingson, Francisco Gracia, Greg Miller, Michael Platteter, Bert Farache, Andy Wilson

Music Composition
Rob Atesalp

Sound Effects
Orpheus Hanley, Chip Burwell

Package Concept & Illustration
Steve High, Shawn Murphy, Debbie Austin, Beeline Group, Inc.

Manual Design & Production
Steve High, Shawn Murphy, Debbie Austin

Quality Control
Brian Johnson, Randy Estrella, John Stookey, Tim Heydelaar, Dan Lewis, Steve Kramer

Sound/Music Player
©1992, 1993 Chip Level Designs

Technical Advice
Troy Aikman, Pat Curran, Vincent Curran, Chris Curran

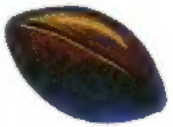
Special Thanks
Verna Riddles, Charlyn Aikman, Bobby Collier, Jack Collier

WARRANTY

Williams Entertainment warrants to the original purchaser of this Williams Entertainment software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Williams Entertainment software program is sold "as is," without express or implied warranty damages of any kind, and Williams Entertainment is not liable for any losses or damages of any kind resulting from the use of this program. Williams Entertainment agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Williams Entertainment software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Williams Entertainment software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WILLIAMS ENTERTAINMENT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WILLIAMS ENTERTAINMENT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS WILLIAMS ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



Williams Entertainment
2400 South Business 45, Corsicana, TX 75110
(903) 874-2683.